4 CONSPIRACY IN KHAURAN

Khauran is a small country, wedged between the great Western states and the sultanates of the Far East. Its major city—also called Khauran—is an affluent trade center that controls many caravan routes. Like a watchtower, it stands near the river that separates the lush regions from the vast, sandy desert.

Threatened for decades by the Shemite nomads and the Zuagir pillagers who prowl the deserts to the East, the kingdom has always relied on contingents of mercenaries from all Hyborian nations to defend itself. Though not of Hyborian blood, Conan—the mighty Cimmerian—finds himself among those troops after having pledged his sword for gold. A fitting duty for the barbarian; clashing swords with Shemites by day, and squandering his pay on wine and soft flesh in the taverns of Khauran by night.

During a night of carousing, Conan overhears a whispered conversation regarding a conspiracy against Queen Taramis. He learns that the Captain of the Royal Guard could be leading the conspirators with the support of the King of Zamora. The Cimmerian knows that the queen rewards loyalty, but he also knows that without solid evidence, it will be impossible for him to thwart the conspiracy officially. Thus, he decides to act directly and, with the help of a few acolytes, heads toward the inn where the conspirators are expected to meet, convinced that he will find evidence of their treachery.



Winning the Game

If a hero has fled the tavern with the spellbook; the heroes win the game.

At the end of turn 7, if the Overlord has prevented the heroes from fleeing the tavern with the spellbook; the Overlord wins the game.

The game starts with the heroes' turn.
The heroes start in the ❶ area.

Suggestions for 3 heroes:

- Conan (Chain Mail, Conan's Sword)
- Bêlit (Leather Armor, Ornamental Spear)
- Hadrathus (Shield, Sword, Mitra's Halo and Lightning Storm). Hadrathus does not start with Mitra's Halo cast.

After setup, each hero moves 4 gems from their Reserve zone to their Fatigue zone.

The Overlord starts with 9 gems in their Reserve zone and 3 in their Fatigue zone, and places the recovery token showing a recovery value of "5" in the Book of Skelos.

Reinforcement: 4 reinforcement points.

Fire at will: Each unit may perform a Ranged Attack if able.



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Special Rules:

Chests: During setup, the Overlord randomly places 2 tokens numbered 1 and 2, with their chest side faceup, as indicated by the setup diagram.

Captain's Key: When the Captain dies, place the Key card in the Captain's area.

Opening Chests: A hero without the Captain's key can perform a complex Manipulation with a difficulty of 4 to open a chest. A hero with the Captain's key can perform a simple Manipulation instead. If the hero succeeds, the chest is opened: flip that chest's token. If the chest is numbered "1", it contains the spellbook and that hero immediately picks up the Spellbook card. If the chest is numbered "2", the chest is empty and the token is discarded.

Fleeing the Inn: A hero can flee the inn from one of the outer areas to the south of the board by spending movement points as though the hero were moving across a border and removing the hero's model from the board. Once a hero has fled, the hero's model cannot be returned to the board.

Walls: A character with Wall Wrecker cannot use it to move across an outer wall of the inn, or to move between areas of different elevations.

Leaping From/Climbing a Balcony: A character can move across a railing from a balcony area to a ground floor area as though it were a border. The character rolls for falling damage. If the character has Leap, the character rolls instead. A character with Climb can move across a railing from a ground floor area to a balcony area by moving 2 gems from their Reserve zone to their Fatigue zone.

Leaping From/Climbing a Stairwell: A character can move across a banister from a stair area to a ground floor area as though it were a border. The character rolls for falling damage. If the character has Leap, the character rolls instead. A character with Climb can come across a banister from a ground floor area to a stair area by moving 2 gems from their Reserve zone to their Fatigue zone.



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